

## **PLATFORMER**

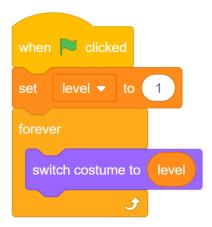
In today's lesson, we're going to build a simple Mario-style platform jumping game. The code is a little complicated, but if you stick with it you can use this game engine to easily design new levels and make a game.

## **CODE FOR CAT**

```
point in direction 90
point in direction -90
                       xSpeed * 0.8
```



## CODE FOR PLATFORM LEVELS



## CODE FOR GREEN FLAG

```
when clicked

forever

if touching cat ? then

broadcast go to start 

change level by 1
```